

## **INSTRUCTIONS TO SCORERS – Ontario Version – March 2013 (FIBA RULES)**

**These instructions have been developed in co-operation with Ontario Basketball, the International Association of Approved Basketball Officials (IAABO) and the Ontario Association of Basketball Officials.**

### **PRIOR TO THE GAME**

- Obtain the roster of names, numbers, and starters from each team at least twenty (20) minutes prior to starting time.
- Enter names of team members and uniform numbers, in **numerical order**, on the score sheet.
- Ensure Coach and Assistant Coach(s) are listed for each team.
- At least ten (10) minutes prior to game time, both coaches are to confirm their agreement with the names and numbers of their team members, names of coach, assistant coach, indicate the five (5) starters and sign the score sheet

### **ALTERNATING POSSESSION ARROW**

- Jump ball begins 1<sup>st</sup> period only. Arrow is set in the direction the opponent's basket of the team that is not the first team to gain control of a live ball on the court.
- Alternating possession applies to all held balls situations and the beginning of the 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> and all extra periods
- The arrow is reversed immediately after the alternating possession throw-in ends
- A foul before beginning of a period or during the AP throw-in does not change the arrow

### **SCORING**

- Keep a running summary of points scored.
- Mark the running score first and then mark the appropriate points for the individual player.
- The running score and total of the individual player's points should equal each other.
- All field goals are two (2) points unless the official(s) demonstrate the successful three (3) point signal.
- End of each period, tally the individual player point totals, indicate and block off that period from further entries.
- Indicate the running score at the end of the period by circling the last running score entry and/or adding a line separating it from the next numeral.

### **FOULS**

- Keep a running summary of fouls committed.
- Mark the team total foul first and then mark the foul against the appropriate player.
- The total of the individual player fouls should equal the team running foul count.
- Resist the temptation to start recording fouls until the officials report them to the table. Obtain eye contact with the reporting official and then maintain focus until the report is complete and then record.
- All player personal, technical, unsportsmanlike and disqualifying fouls are 1) recorded against the player and count towards the player's five (5) fouls and 2) against the team total in the period towards penalty.
- Technical Fouls committed by Coach, Assistant Coach, Substitute, Excluded Player or Team Follower do not count as a team foul to reach the penalty situation in each period.
- Inform reporting official when a player has committed a total of five (5) fouls or two (2) unsporting fouls.
- Fouls are designated as:
  - P: personal
  - T: technical
  - U: unsporting
  - D: disqualifying
  - C: direct technical to coach
  - B: bench or other technical not direct to Coach

## **TIMEOUTS**

- Only the Coach or Assistant Coach may request a Time-Out.
- Sound the horn at first opportunity after receiving request, indicate the time-out request to the officials by making the time-out signal and pointing to appropriate bench.
- If the officials don't hear the horn, continue to sound the horn and timer should stop/do not start the game clock
- A time-out opportunity exists for
  - both teams when the ball is dead, the clock is stopped and an official has ended any communication to the table including after a successful last or only free throw
  - the non-scoring team if scored upon.
- Each team is permitted two (2) 60- second timeouts in the first half and three (3) 60-second time-out is the second half. Each team may be granted one (1) 60-second time-out in each overtime period.
- Unused time-outs do NOT carry over to the next half or extra period.
- Notify the officials when a team has no time-outs left in a half and/or extra period

## **SUBSTITUTES**

- Only the substitute, not Coach or Assistant Coach, may request substitution.
- Substitutes are to wait at the scorer's table until beckoned by an official. Substitutes at a time-out or interval of play are to report to the scorer then may go to the bench or huddle and need not be beckoned on by an official when play resumes
- Sound the horn and indicate the substitution request to the officials at the first substitution opportunity. A time-out opportunity exists
  - 1) for both teams when the ball is dead, the clock is stopped and an official has ended any communication with the table including a successful last or only free throw and
  - 2) for the non-scoring team if scored upon in the last two (2) minutes of the 4<sup>th</sup> and any extra periods.
- Opportunity begins when ball is dead, clock is stopped and an official has stopped communicating with the table. The opportunity ends when the ball becomes live/at the disposal of a player for a throw-in or a first or only free throw.
- A disqualified player or player who has committed five (5) fouls must be substituted immediately (within approximately thirty (30) seconds).
- A injured or bleeding player must be substituted if not immediately (within approximately fifteen (15) seconds) ready to play unless a time-out is taken by either team and he/she is ready to play at the end of the time-out and has not yet been substituted.

## **AT COMPLETION OF THE GAME**

- Do a final tally and verify the score. Bring any discrepancy to the attention of the officials.
- Have the officials sign the score sheet after verifying it.
- Sign the score sheet

## **REMINDERS and RECOMMENDATIONS**

- Introduce yourself to the officials and have a pre-game meeting to review your duties
- Sit together with the Timer, Shot Clock Operator and Commissioner (if present).
- Work as a team to ensure each other's accuracy.
  - Ask for help identifying the player scoring as needed
  - Repeat the score after baskets with the Timer operating the score board so the score on the score sheet and score board match. .
- Good administration is vital to the game. Be attentive, accurate and maintain focus during the entire game. Minimize distractions i.e. turn cell phone off and keep table area as neat and organized as possible.
- Maintain impartiality throughout the game.
- Inform the officials at first opportunity if:
  - coach, assistant or other bench personnel are occupying/distracting you or not communicating with you in a professional manner.
  - if there is a discrepancy or a problem with the score
- Have spare pens at the table